

Application 10/751,166
Response to Office Action Dated June 27, 2006

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Amendments to the Claims

This listing of claims will replace all prior versions and listings of claims in the application.

Listing of Claims:

1-11 (cancelled).

12. (new) A method for creating coopertition during a contest played on a playing field with a plurality of robots, wherein the contest requires demonstration of skill in accomplishing repetitively a physical task, the method comprising:

providing a playing field containing a plurality of different surfaces and a plurality of objects required to perform a physical task;

providing a first robot controlled by a first team and located on the playing field, wherein the first robot is designed to repetitively accomplish a physical task, performance of which by the first robot triggering attribution to the first team of a raw score based on frequency of achievement of the physical task by the first robot;

providing a second robot controlled by a second team and located on the playing field, wherein the second robot is designed to repetitively accomplish a physical task, performance of which by the second robot triggering attribution to the second team of a raw score based on frequency of achievement of the physical task by the second robot;

providing a third robot controlled by a third team and located on the playing field, wherein the third robot is designed to repetitively accomplish a physical task, performance of which by the third robot triggering attribution to the third team of a raw score based on frequency of achievement of the physical task by the third robot;

providing a fourth robot controlled by a fourth team and located on the playing field, wherein the fourth robot is designed to repetitively accomplish a physical task, performance of which by the fourth robot triggering attribution to the fourth team of a raw score based on frequency of achievement of the physical task by the fourth robot;

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conducting at least two heats such that two teams are on the playing field at a time and all teams play once;

assigning a raw score after each heat to each of the teams competing in the heat based on frequency of achievement of the task by each such team;

determining a final score for a designated team in each heat, such designated team having a raw score exceeding the raw score of the other team on the playing field at the same time as the designated team, by enhancing the raw score of the designated team by the raw score of the other team so that the designated team is thus motivated to cause the other team to achieve a high raw score;

setting a final score for the other team in each heat equal to the raw score achieved by that team;

ranking the four teams based on the final scores, wherein the team with the highest final score is ranked first and the remaining teams are ranked by final points in descending order;

designating the first ranked team as the contest winner; and

displaying the contest winner.

13. (new) The method for creating coopertition of claim 12, wherein the contest winner is displayed on website.

14. (new) The method for creating coopertition of claim 12, wherein the repetitively physical task comprises stacking containers in a designated area.

15. (new) The method for creating coopertition of claim 14, wherein assigning a raw score after each heat to each of the teams competing in the heat includes using a measuring device to measure a stack height, wherein the measuring device is marked in increments equal to a height of the containers.